

NESTER'S FUNKY BOWLING™



VIRTUAL BOY

INSTRUCTION BROCHLET

VUE-VNFE-USA

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Thank you for selecting the Nester's Funky Bowling™ Game Pak for the Nintendo® Virtual Boy™ system. Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Save this booklet for future reference.

WARNING

This product **MUST NOT** be used by children under the age of seven (7) years. Artificial stereo vision displays may not be safe for such children and may cause serious, permanent damage to their vision.

Before using the Virtual Boy, carefully read the Virtual Boy Instruction Booklet and the Consumer Information and Precautions Booklet. Before playing, make sure that you correctly adjust the hardware, including the IPD and FOCUS. Do not play if you are feeling tired. Discontinue use immediately if you feel dizzy, nauseated or tired or if your eyes hurt or become strained. Do not use unlicensed or counterfeit games. Failure to follow all instructions could injure you and cause serious damage to your vision or hearing.

For additional copies of the Virtual Boy Instruction Booklet, call 1-800-255-8700.

CHOKE HAZARD • SMALL PARTS

NOT FOR CHILDREN UNDER THE AGE OF THREE YEARS. Babies and young children could choke on the Virtual Boy Game Pak cover. Keep the Game Pak cover out of reach of small children.



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Before Starting The Game

When using the Virtual Boy system, several adjustments must be made before starting the game. For your health and safety, be certain to perform these adjustments. If you wear glasses or contact lenses, be sure to wear them while using the Virtual Boy.

Insert the Game Pak into the Virtual Boy, then turn the power switch located on the front of the controller to the ON position. When the screen pictured to the upper right appears, continue with the IPD and FOCUS adjustments.

Press START to display the "IPD and FOCUS adjustment screen." Both adjustments are made using this screen.



When the batteries begin to get low, the indicator shown here appears on the screen.

IPD Adjustment

This adjustment sets Virtual Boy to the distance between your eyes (the Inter Pupil Distance).

While looking at the adjustment screen, turn the IPD dial located on top of the Virtual Boy until you can see a mark in all four corners of the screen, as shown in the following illustration:



The best adjustment may allow you to see only three marks or four slightly blurred marks. When you have completed the IPD adjustment, proceed with the FOCUS adjustment.



Focus Adjustment

This adjustment makes sure that you see the game image in the Virtual Boy display clearly.

Move the FOCUS slider to the CENTER POSITION as marked on the housing. For most people, the center position should give the clearest image. If the image is still fuzzy, then adjust the FOCUS slider right or left until the image is sharp and clear.



How to Play

While playing the game, press SELECT to view the IPD and Focus Adjustment screen. After making any necessary adjustments to the IPD and Focus, press SELECT to return to the game.



If you are playing a two player game, make these adjustments between each frame as you switch to the next player.

Automatic Pause Function

Each Virtual Boy Game Pak contains an automatic pause function that will cause the game to pause after about 20 minutes of game play. When the game pauses, take a break and give your eyes some rest. To resume game play, press START.

After completing the IPD and FOCUS adjustments, press START and the screen pictured to the upper right will appear. The automatic pause is preset to the ON position. Nintendo recommends that you **ALWAYS** set the automatic pause to ON. To override the setting, use \star \rightarrow \rightarrow on the L+Control Pad, then press START to begin the game.

After playing "Nester's Funky Bowling" for approximately 15 minutes, the game will present you with the Game Auto Pause Screen. At this point, please take a break and give your eyes some rest. After your rest is completed, press START to resume the game.



Introduction

A long time ago, a sunky little boy named Nester ruled the pages of Nintendo Power magazine's comic section. Can't get as ever, Nester is breaking into the new genre of video games with the first 3D bowling game.



Shine your shoes and buff your ball – you're going bowling! Nester and his twin sister, Hester, treat you to a fantastic game of knock the pins down. This 3D bowling experience is fast paced and red hot. Both bowlers are competitive and very involved in their games. You'll agree as you witness some of their funky expressions. Are you up to a challenge?



Nester & Hester



Nester is a concealed video game player and a notorious smart aleck. Years ago, he laughed his way to comic stardom in the pages of Nintendo Power magazine. After a glorious run of forty-something issues, Nester called it quits. He wanted to prove that he wasn't just another comic hero.

He spent a couple of years as a struggling actor before coming back in his blood and gutter.
VIDEO GAMES



You thought Nester was bad? You should get a load of his overconfident twin sister, Hester. A whopping three minutes older than Nester, Hester is quite sure that she is superior to her little brother in every way.

Deep down, Hester has always believed that she could have been a bigger star than Nester. Well, she finally has a chance to prove herself. Will you help Hester, or will you help Nester?

Controller Functions

START
Accepts options on the Options Screen and Configure Screen • Pauses the game during play

SELECT
Activates Spin & Power meters during game play • Accepts options on the Configure Screen

UP
Switches options on the Options Screen and Configure Screen • Brings up IPD and Focus Screen during game play

DOWN
No functions

RIGHT
Changes menu items & moves tower • or • during game play

POWER
Activates Spin & Power meters during game play • Cancels options on the Configure Screen

POWER
Turns Power on and off



How to Bowl



Position the bowler with the
L and R +Control Pads.

Press the A or B Button to select the ball
spin with the on-screen Spin Meter.



Press the A or B Button to select the
power with the on-screen Power Meter.

Options Screen

The Options Screen automatically appears after the Title Screen fades.
Make your choice from these selections:



1PLAYER

Select 1PLAYER or
2PLAYERS.

CHALLENGE

Select BOWL, PRACTICE or
CHALLENGE

CHOOSE

Select A, B, C or OFF

1PLAYER

One player bowls a single game.

BOWL

Play a normal game of bowling.

Select the music you want to hear while you bowl.

2PLAYERS

Two players alternate every frame.

PRACTICE

Set up pins to practice your skills.

NOTE:

Press SELECT to bring up the IPD and Focus Adjustment Screen.

Make adjustments between each frame as you switch players.

CHALLENGE

Practice computer-generated shots.

Configure Screen



Change Letters/Numbers

Press **←** or **→** on the L or R +Control Pad to change the letters/numbers. Press **←** or **→** on the L or R +Control Pad to move the cursor between the four spaces.

Switch Between Left-Handed

Press **←** or **→** on the L or R +Control Pad to switch to Master or L Master.

Change Weight (Pounds)

Press **←** or **→** on the L or R +Control Pad to switch to a left- or right-handed bowler.

Switch Between Right-Handed

Press **←** or **→** on the L or R +Control Pad to select the weight (8 to 16 pounds).

Scoring

| PLAYER | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|--------|---|---|---|---|---|---|---|---|---|----|
| JEFF | | | | | | | | | | |

- There are ten frames in a game of bowling.
- There are ten pins in each frame.
- You may throw two balls per frame.
- Your objective is to knock down all ten pins in each frame.
- If you knock down all ten pins with your first ball, it's a Strike.
- If you don't knock down all of the pins with your first ball, and you knock down the remaining pins with your second ball, it's a Spare.
- If you Strike or Spare in the tenth frame, you may throw a third ball.

| 1 | 2 | 3 |
|----|---|---|
| | | |
| 10 | | |

If you Strike, your score is ten points, plus whatever you get with your next two throws.

| 1 | 2 | 3 |
|----|---|---|
| | | |
| 10 | | |

If you Spare, your score is ten points, plus whatever you get with your next throw.

| 1 | 2 | 3 |
|---|---|---|
| | | |
| 1 | | |

Unless you Spare or Strike, your score is one point for each pin.

If you knock down 5 pins with your next ball, and 4 pins with the following ball, you get 19 points.

If you knock down 6 pins with your next ball, you get 16 points.

If you knock down 1 pin, you get 1 point.

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For further information or assistance, please contact:

Nintendo Consumer Assistance Hotline
1-800-255-8700 (U.S. and Canada)

Or your local authorized Nintendo retailer.

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Nintendo of America, Inc. ("Nintendo") warrants to the original purchaser that the product (hardware, game paks and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during the three (3) month warranty period, Nintendo will repair or replace the defective product or component part, at its option, free of charge.

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WARRANTY SERVICE OR REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY

You may need only simple instructions to correct any problem with your product.

Call the Consumer Assistance Hotline at 1-800-255-3700 when first going to your dealer. Hours of operation are 8 a.m. to 9 p.m., Pacific Time, Monday - Saturday, and 8 a.m. to 7 p.m., Pacific Time, on Sundays (hours subject to change). If the problem cannot be solved after the first phone call, you will be referred to the nearest NINTENDO AUTHORIZED REPAIR Center or you will be offered express factory service through Nintendo. In some instances, it may be necessary for you to ship the complete product. FREIGHT REPAID AND INSURED FOR LOSS OR DAMAGE, within normal service location.

WARRANTY LIMITATIONS

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This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Nintendo's address is as set forth on the back cover of this manual.

This warranty is void only in the United States.

**NEED HELP WITH INSTALLATION, MAINTENANCE,
OR SERVICE? CALL 1-800-255-3700.**



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PRINTED IN JAPAN